

# LUCASFILM

## FAN CLUB

**EXCLUSIVE FEATURE:**

**BATTLE THE  
EMPIRE IN  
YOUR OWN  
LIVING ROOM  
WITH  
REBEL  
ASSAULT**



**STAR WARS  
REBEL  
ASSAULT**



**BEHIND-THE-SCENES WITH  
STAR WARS' BOBA FETT...**

**THE LATEST ON LUCASFILM'S UPCOMING PROJECTS**





## MAGAZINE #21 Winter 1994

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... I've been to the *George Lucas Super Live Adventure* (see issue #20) twice now since it was here in Tokyo, Japan. Once I was there with my friend who is a *Star Wars* fan from Germany. The show is the greatest! It's the best action theater show I've ever seen. I hope other members of the fan club will have the opportunity to see it someday, too. My best compliments to all the people who have brought this show to us live! It is really great!  
Miriam J.S. Leis  
Tokyo, Japan

... I am writing to thank you for sending *The Lucasfilm Fan Club Magazine*. I am a loyal fan of Lucasfilm as many other people are. As I looked through my magazine I came to the part about LLM's work on *Jurassic Park*. I think it's amazing how the dinosaurs actually seemed to be there. I was also excited by the catalog of merchandise. I am 10-years old and I can tell you I am going to be ordering stuff for my birthday. With a new trilogy coming to the big screen, I think you should offer more figures in the catalog. I'm sure there are many fans like myself who love to collect everything *Star Wars* but especially the action figures. Well, that's it for now. Say hi to George!  
Brian Warshaw  
Bayville, NJ

*Dear Brian: Thanks for your letter! When new Star Wars action figures become available, you can be assured we'll carry them in the fan club catalog!*

... After reading the letter from Phillip Plunkett (Sydney, Australia) concerning Carrie Fisher in the upcoming *Star Wars* movies, I wholeheartedly agree. I, however, feel that Anakin Skywalker's part should be done by Mark Hamill! He is much older now and his looks have changed greatly from the *Star Wars* movies. He would be ideal to play a "thirtyish" Anakin. I'm sure George Lucas doesn't need ideas from fans but what about it George? Hamill is experienced and did the *Star Wars* movies with terrific conviction. Is there anywhere fans can write to let ourselves be known? I know a lot of Hamill fans out there who feel the same way I do.  
Doreen Crawford  
Hopewell Junction, NY

*Dear Doreen: Yes, there is a place you can write to let your feelings be known—right here! And you've done so by having your letter printed in the magazine. Thanks for writing!*

... I received my first *Lucasfilm Fan Club Magazine*. To be sincere, it was amazing and I liked it very, very much. It was totally fascinating to receive it, and with it, remember all those wonderful *Star Wars* and *Jurassic Park* characters.

I, too, wasn't present when *Star Wars* played for the first time, but I was born in 1977 and I'm pretty sure I have its influence. I have now realized that I'm not the only one that's crazy about these movies. My music teacher refers to some musical notes as "TIE Interceptors"; and in the United Nations Club of my school, our little file cabinet with wheels is called R2-D2! It's good to know that I'm not the only 16-year-old girl in the whole world that likes *Star Wars*. And if I were the only one, I wouldn't feel ridiculous: these people have changed my life. It's fantastic just to know that nobody has forgotten them after all these years. I'm referring to Luke, Han, Leia, Obi-Wan and all those wonderful characters that made me reflect upon what I'm going to do with my future.

I'm so hypnotized with them that while my classmates put their own names on their computer files, my files have the names of Leia, Luke and Han (in this form, I remember where my important works

are; besides, it's better to work with something that I like and that encourages me to continue working).

I'm planning to make a career in literature or telecommunications. For years, I've been deciding what to do with my life, I don't want a routine to get control of my activities I want to act and write. There's something inside me that tells me this is the way I should follow, and that I have to try it, no matter how hard it could be.

The person I most admire is George Lucas. I never thought that someone could let his imagination fly so high and write things that still today (after 17 years) are important to us.

I've always thought that behind all that action that exists in the *Star Wars* movies, there's a wonderful group of people that make that unique magic possible. The *Star Wars* movies brought us a different perspective on life, a message that is still watched and heard. It is something that takes us out of our routines and carries our imagination to a long time ago in a galaxy far, far away. And, by the way, maybe some day I'll belong to that great family...

Yaisha Vargas  
Trujillo Alto, PR

... I am a devoted *Star Wars* fan. I have been since I saw *Return of the Jedi* in 1983. I greatly admire George Lucas and his vivid imagination that has brought us one of the greatest sagas of all time.

When I was younger, I decided to go into the entertainment industry. I am now 22 years old and this dream is still very alive within me. I am a professional singer who desires to become a recording artist, but within the past few years I have come to terms with my desire to act as well. And, most recently, I have shown some interest in film production.

I believe today's programming has left little to the creative imagination and this is why I admire Mr. Lucas' work so much. Not only does his work allow our imaginations to branch out into a world of fantasy and adventurous history (*The Young Indiana Jones*), it also allows young people to admire characters with a certain integrity not often seen in the work of other filmmakers.

I have been active in the pursuit of my goal to become an actress. If there is one goal in life that is to be gained, it is to have a speaking role in the new *Star Wars* films. I had always wondered as a child if there would one day be an extension to the trilogy. I had hoped that if there was, I would have an opportunity to be a part of it. I am sure there is much to be learned from Mr. Lucas and I would personally enjoy being a part of history.

Thank you as well for your efforts in providing a fan club for people who just can't stop being a fan. I will always embrace the fantasy of my childhood and endeavor the characters I came to love so much. Somewhere in a galaxy far, far away I know they are real.

Renee Cole  
Bowie, MD

... I am a member of the fan club. I grew up with countless *Star Wars* action figures and other toys that allowed my brother and I to travel back to "... a long time ago in a galaxy far, far away." I have seen the movies so many times that I can (and often do) recite the lines along with the movie or even on my own. I have read all three Del-Rey books based on the movie screenplays, as well as the first two installments of Timothy Zahn's excellent continuation of the saga. From reading George Lucas' *Star Wars*, I learned things about the movie and even some of the characters that I never knew. I enjoyed reading the books almost as much as the first time I saw *Star Wars*.

I have always wondered where the idea came from and, more importantly, why the first movie began as *Star Wars*, *Chapter IV, A New Hope*? It is the *Chapter IV* that always caught my attention. I heard rumors that George Lucas wrote a book consisting of three trilogies, and that what the world knows as the *Star Wars* movies is in fact the middle of a larger story. I also heard (probably a short time after the release of *Return of the Jedi*) that Lucas was going to



bring those earlier and later stories to the screen. Basically, what I would like to know is what happened in the chapters before *A New Hope*? Is there a book that details the adventures before *Star Wars*?

Scott A.C. Conrad  
Springfield, MA

Dear Scott: There is no book currently published which details George Lucas' story for the adventures before *Star Wars*. However, the new *Star Wars* prequels, which are in the planning stages at Lucasfilm, will make clear George's original story ideas.

## MY CRUISE WITH GEORGE

... During the last full week of August '93, my family and I enjoyed a combined cruise to the Bahamas and a visit to Disney World in Florida. One early evening aboard the ship I was going to pick up my boys from the day care. I glanced up and saw a bearded man walking towards me. Holding his hand was a little girl. I couldn't believe my eyes. It was George Lucas! As I passed him, I could hardly say, "Hi! How are you doing?" The words seemed to stick in my throat. However, I must have said something because he responded with "Hi! Just fine," and kept on walking. That was my first encounter with the creator of the *Star Wars* saga.

I met him again on the beach in the Bahamas. I grabbed my five-year-old son, Kevin, for support and said, "Let's go talk to the man that's inspired your dad." I introduced myself and my son and asked for an autograph. During my conversation with him, his daughter recognized my son from the ship's day care. I can't remember what we talked about. I was so overwhelmed to meet and talk to someone I have admired for years. At the end of our conversation, we shook hands and that was that. Later, he even agreed to have his picture taken with me. The one thing that really impressed me was how ordinary he was. I mean, he's the creator of some of the top movie blockbusters of our time, and that's just part of it. He made me realize that I can touch my dream. Thank you Mr. Lucas, you made my vacation, my year, and perhaps someday I'll be fortunate enough to work for you.

Mark J. Mottashed  
Livermore, CA

## YOUNG INDY PICES AGAIN

... In the two *Lucasfilm Fan Club* Magazines I have received so far I have read a lot about *The Young Indiana Jones Chronicles*, but had naturally never seen it until recently. The video stores here recently got the first seven episodes, which I naturally charged down to hire. The first pilot episode was brilliant. About five of us gathered at my house with pop-

corn, chips, cold drinks, tea, coffee—the works. The lights were dimmed as we all sat down to watch the first episode. It was really interesting the way it showed all the different aspects of his life and how it shaped the person he is in the movies. In the last light of that episode (the Mexican Revolution segment) we all gave a roar of approval when he grabbed the bullwhip and yelled, "That belongs in a museum!" Of course, my friends and I were all mimicking famous Indiana Jones lines before we started watching the episode. My favorite episode, however, was *Vienna 1917*, where Young Indy ventured into Vienna as a spy to try to secure an Austrian peace treaty. That episode was like watching an Indiana Jones movie at the cinema. Sean Patrick Flanery was more like Harrison Ford in that episode than any other. Near the end of that episode, when he was running and jumping across the roof of the train, my friends and I naturally gave another roar of approval!

I have recently read about a fourth Indiana Jones movie being made. Yahoo! I will wait with bated breath for more news on this fourth installment!

Justin Amber  
Cape Town, South Africa

... Kudos to *The Young Indiana Jones Chronicles*! I believe that *Young Indiana Jones and the Mystery of the Blues* was one of the best episodes yet! Young Indy is the best thing to happen to tv. I can watch the show and be grateful that kids won't be portrayed as smart-mouthed, sex-crazed, idiotic dummies. Young Indy is definitely the coolest "nerd" I know. He speaks many languages, loves history, and he makes being culturally aware very cool.

So why didn't *The Young Indiana Jones Chronicles* do better? Because critics kept pushing that it was an educational program. I know for a fact that we kids take educational programming like a cup of medicine. The truth is that the *Chronicles* was a coming-of-age series that did, indeed, have action, adventure, comedy, drama, romance ... and yes, even a little history thrown in. But you don't watch it and say "It's educational." You watch it and say "Wow! Get a load of those African costumes!" or "Check it out! Indy's hangin' with the babe who was a spy!"

I am extremely loyal to the fan club, Mr. Lucas, and most of all, *The Young Indiana Jones Chronicles*. I do hope we'll see more adventures with Young Indy—his adventures are far from over! I urge other Lucasfilm fans to watch this spectacular show. Don your fedoras and "have the adventure of a lifetime."

Heather Parsons  
Valrico, FL ☆

## RIVER PHOENIX 1970-1993



River Phoenix, who portrayed Young Indiana Jones in 1989's *Indiana Jones and the Last Crusade*, died last October from an apparent drug overdose. The 23-year-old actor was popular with moviegoers and critics alike. Born in Oregon but raised in Venezuela (where his parents were missionaries), the acting bug caught him at the age of 12 when he starred in the television series *Seven Brides for Seven Brothers*. His later film credits included *Explorers*, *Stand By Me* and *Sneakers*. He was nominated for an Oscar for 1988's *Running on Empty* and won the 1991 Venice Film Festival's best actor award for *My Own Private Idaho*. He also portrayed Harrison Ford's son in the film, *The Mosquito Coast*. His last film was *The Thing Called Love* although he was due to start work on the feature film adaptation of Anne Rice's novel *Interview with a Vampire*. The film world will truly miss this one-of-a-kind talent. ☆

## RADIOLAND MURDERS A New Murder Mystery Comedy from George Lucas

What has live radio, a murder mystery, wacky comedy and George Lucas? The answer is the new fast-paced murder mystery comedy film, *Radioland Murders*. This latest Lucasfilm production was conceived by George Lucas and is directed by the comedic actor/director Mel Smith (*The Tall Guy*, starring Jeff Goldblum), executive produced by George Lucas, and produced by Rick McCallum (*The Young Indiana Jones Chronicles*) and Fred Roos.

The story takes place on the opening night of WBN radio station in Chicago. Station Manager General Whalen (played by Ned Beatty) has placed all his hopes and dreams on this night and is determined that nothing go wrong.



*Radioland Murders* is the latest film from George Lucas

With a live audience in the auditorium, the sponsor in the booth, affiliates in the lounge, the writers standing by for emergencies, and singers, dancers, actors and musicians on the stage, General Whalen invites his listeners across the country to be a part of radio history. WBN has the talent

and imagination to usher in a new network ... now all they need is the courage to survive opening night!

The film has 92 speaking parts and 12 major characters. Brian Benben (*Dream On*) and Mary Stuart Masterson (*Fried Green Tomatoes*) star in the film with a supporting cast that includes such talents as Ned Beatty, Jeffrey Tambor, Steven Tobolowsky, Michael Lerner, Larry Miller, Anita Morris, Scott Campbell, Harvey Korman, Robert Klein, Bobcat Goldthwait, Brian James, Robert Walden and Corbin Bernsen.

Set in 1939, the film is a unique combination of many elements. *Radioland Murders* encompasses the excitement of live radio, a murder mystery coupled with wacky comedy, radio dramas reminiscent of the old radio shows such as *The Shadow* and *Tarzan*, and musical numbers that take the audience back to the days of Gene Autry and the Glen Miller band. ☆



Set in 1939, *Radioland Murders* has 92 speaking parts and 12 major characters



**D**arth Vader glides onto the bridge of his ominous Imperial Star Destroyer, the *Avenger*. Awaiting him there is a mixture of some of the most reviled, deadly and bizarre creatures in the *Star Wars* galaxy—bounty hunters. The Dark Lord of the Sith has summoned this wild assortment of fortune hunters for one purpose: to capture the *Millennium Falcon* which would, in turn, bring Luke Skywalker, Princess Leia and Han Solo into his sinister clutches.

Amongst this motley group of creatures is one of the most notorious of the bounty hunters ... his name is Boba Fett. Dressed in a weapon-covered, armored space-suit this human bounty hunter displays a menacing and dangerous look and is not the kind of character you would want to confront, whether you're living today or a long time ago in a galaxy far, far away!

However, in reality, the man behind the bounty hunter's streamlined mask is a very friendly soul eager to discuss his days as *Star Wars*' Boba Fett. He's actor Jeremy Bulloch and although most of you reading this article will know him best as the deadly Boba Fett, Jeremy has been acting for years and has a substantial list of credits. His interest in acting goes back to his childhood.

"When I was about 11 years old," recalls Jeremy, "I took what we call in England an 11+ exam ... which I failed. That's when I decided that an academic life just wasn't for me. I then went to drama school. I attended Corona Academy in 1957.... I went out for parts in the school plays and even painted scenery as young as eight. When I was doing lessons in English or history or geography, all I was interested in was having fun and playing soccer and cricket.... The only other thing I could do, apart from playing sports, was mimic people or act in different plays. I loved mimicking the teachers—that's how it all started.

Jeremy's first professional piece at age 12 was a cereal commercial for television. The cereal package contained little models of a frog man. Jeremy had to put the frog man in a bottle of water, press the cork and get the frog man to reach a certain depth. "This was the free gift and they had to see my happy, smiling face.

"I was terribly nervous," he adds, "because I had to reach a certain mark on the bottle and, of course, [the frog man] kept going past the mark. The director got rather cross with me, but my hands were hot and sweaty and I kept making a few mistakes. I suddenly thought, 'Is this what acting is all about: getting shouted at by directors?' But, in fact, it went fine and the director said he was sorry he'd shouted but they had to finish by six o'clock. From then, I did a series of children's films which used to be shown Saturday morning at the cinema."

Since then, Jeremy has worked steadily as an actor hav-

**BY SALMAN A. NENSI**

ing played parts in *Dr. Who* and various British comedies and films. He also played two seasons as the Sheriff of Wickham in *Robin of Sherwood*.

Jeremy was introduced to *Star Wars* through his children. "Christian, Jamie and Robbie went to see *Star Wars* and loved it," he remembers. "It was completely new and very exciting. When the second film, *The Empire Strikes Back*, was being done at Elstree Studios I got a call one day and was asked to go down and read for it."



Jeremy didn't know what the second installment was called and when his agent explained what *Empire* was, he went down to the studio immediately to meet George Lucas and Irvin Kershner. "They were both very pleasant. I got into the costume and I put the helmet on. There were lots of little gadgets and knee pads and the boots had two little jets on the toes. I thought, 'This looks rather good!' There was a jet pack, too. I found what I thought was my hair so I put it on underneath the helmet, hanging down. When I came out to show George Lucas, he said, 'What's that funny thing sticking out of your helmet?' I said, 'Isn't it the character's hair?' 'No,' said George, 'it's a Wookiee scalp—it's supposed to be tied to your belt!'"

They made Jeremy walk up and down and turn in different directions. The next day he received a call asking if he would like to play the part of Boba Fett. "I was thrilled to bits, my kids were thrilled, too." Even though he was excited to be playing a part in the sequel to the very successful *Star Wars*, Jeremy still considered it to be just part of his job. One day he could be playing a lawyer in a courtroom, the next day it was a costumed bounty hunter in a science fiction film.

"I met everybody from Mark Hamill to Harrison Ford and Carrie Fisher.... In all my scenes, I was behind a mask. Every now and then, they'd take the helmet off and cool me down. People like Dave Prowse in the Darth Vader costume and Anthony Daniels as C-3PO and Peter Mayhew as Chewbacca were far more uncomfortable in their costumes than I was. Even though I was quite hot, my costume was not too bad, although the jet pack was quite heavy.

"At the end of filming," Jeremy continues, "there was a party afterwards and then you would get on to your next job which, for me, was a British comedy series called *Agony*. Then *The Empire Strikes Back* came out in America and I started to receive letters. About 40 would arrive via Lucasfilm, mostly from kids saying 'Dear Jeremy' or 'Dear Boba, I think you're very neat or really cool and could you please send me a picture?' So I had some photographs done of me and I sent out a reply to everybody. Then, suddenly, hundreds of letters started to arrive ... from all over the world. I thought,

"This is crazy! Is this success?"

In 1982, he was asked to attend a convention in Miami, Florida, and talk about his *Empire* role and his part in the early *Dr. Who* episodes. The fans at the convention kept asking Jeremy when *Return of the Jedi* was going to be out, and he still didn't know if he was going to be in it. The fans were positive that he would be back as Boba Fett.



# EXCLUSIVE INTERVIEW: JEREMY BULLOCH Behind the Mask of Boba Fett



"It was a lovely surprise when they called and asked if I would come and play Boba Fett again," he says smiling. "Once more the mail began coming in from as far away as Japan, Australia—all over the place. It was just one of those wonderful periods of my life. I had been acting for over 36 years and this was a great moment in my career. It allowed me to go to America and I was asked to go to Australia to attend a big convention.... I still get letters from people, it's now in dribs and drabs, not hundreds, but the interest is still there. And I still get asked to do radio shows, to speak about being an actor, especially about the role of Boba Fett."

Jeremy recalls that fateful day when he first walked onto the *Empire* set as Boba Fett. He definitely received a good deal of attention as the costume demands a good look.

"When I first walked on to the set to see George Lucas and to check that everything was alright with my costume, the cast and crew stopped and looked and thought, 'Who's this?' It was a nice feeling."

Boba Fett had a mighty presence. Jeremy moved slowly and methodically as the character, keeping in mind that with his jet pack, the laser, the rope and other gadgets, if anybody attacked Boba Fett he could be very ruthless. When acting with a mask, demeanor is everything. "I just found it quite funny because no one can see your face, a slight turn of the head was a more menacing gesture than I could do with my own face."

Another thrill for Jeremy was acting with trilogy stars Harrison Ford, Mark Hamill and Carrie Fisher. "The times I spent talking with them all were very pleasant.... I felt very at home with them. When I came back to do *Return of the Jedi*, they said, 'Hey, Jeremy, how are you, lovely to see you, I'm glad you're playing the part again.'"

Jeremy only met George Lucas a few times. "He was always very pleasant and he always asked how I was doing. I didn't really have an awful lot to do with George because really I was just a small cog in a very big machine. Although I was an important character, I was really a special effect, so to speak. When I met George, he was always so busy. He had so much going on around him. I thought he was quite a shy man."

Many of Jeremy's scenes in *Empire* and *Jedi* were with costumed actors or puppet-like creatures. Working with this strange crew was a little different for Jeremy. "Most of my scenes were with Darth Vader but there were a good number of scenes shot on *Slave I* and on the *Sail Barge* with Jabba the Hutt. But, in *Jedi*, the demise of Boba Fett in the Sarlacc Pit happens quite quickly." Jeremy laughs. "I was quite upset about that! When I first saw Jabba the Hutt, I thought it was incredible the way they manipulated that creature."

"One morning, I arrived a little early on the set. It took me about 20 minutes to get into Boba's costume to do the Jabba the Hutt scene. There were all these extraordinary people walking around, getting made up in amazing costumes. I'd walked past the dwarf actors who were getting their costumes on and then there were acrobats practicing walking on their hands. I was just thinking that this is an extraordinary way to go to work! You arrive, put on a funny costume and start talking to people with pig-nose-type faces on... it's a very strange way to make a living!" But working with puppets and actors in bizarre costumes was something Jeremy got used to rather quickly. "I'd rather go from 7 A.M. to 7 P.M. dressed up in a funny costume than go from 9 A.M. to 5 P.M., Monday through Friday working at a normal job."

Jeremy was very pleased that he was brought back for *Jedi* and was happy with the initial scenes he filmed, even though he knew many would end up on

the cutting room floor. His only disappointment was that Boba Fett ends up in the Sarlacc Pit so early in the film.

"Many fans have written to me saying, 'Surely Boba Fett can get out, after all, he's got his jet pack on! So he's probably still down there waiting to come out,' he says with a laugh.

The scene in *The Empire Strikes Back* when Darth Vader summons all the bounty hunters together and demands Han Solo's capture is Jeremy's favorite. It was also the first scene he filmed. There is a special excitement on the first day of filming any project, says Jeremy. That excitement always makes the first day his favorite. "I can remember being in the room full of bounty hunters.... I thought, 'Here I am. I'm going to be involved in this project for three to four weeks. I'm

putting this costume on. I don't have any lines to remember. All I have to remember is not to fall over when I walk' [The helmet reduced Jeremy's vision.]

"If you lose the excitement of getting a job then it's time to give up acting. That means that you're not hungry anymore. It's not a question of needing the money to survive either.

Every job I get I look forward to and, like a five-year old, I still punch the air and shout, 'Yes!' Each time I work it's a thrill."

For Jeremy, the hardest part about playing Boba Fett was projecting the right kind of image. "I was hoping Boba didn't look silly. Everyone said it was a very neat costume. I wanted to come across as the right kind of person—menacing and slow but quick when he needed to be.

"Playing the character of Boba Fett has brought me a lot of joy and satisfaction. A little while ago I was playing in a cricket match and I signed this autograph for a young lad. The boy said he'd seen me in something recently and I told him about this comedy show I'd been in. He then asked me what films I'd been in and I told him I was in *The Empire Strikes Back* and *Return of the Jedi*. He asked me what character I'd played. When I said Boba Fett, he nearly fainted! His eyes went up and he just fell over. He came out immediately and went completely weak. I thought, 'Now I know what it's like to be a pop star!'"

At conventions, Jeremy is often asked specific questions about gestures and movements Boba Fett made on screen. Jeremy doesn't remember exactly where and when Boba Fett tilted his head or made a hand gesture, not because it was over 10 years ago, but because many of the gestures are things actors do naturally. "When Carrie Fisher, in *Jedi*, dressed up as a bounty hunter there was just a nod of appreciation and approval between her and I as bounty hunters. People have written saying that knowing look and nod was very powerful and really neat. But it's just part of acting in a role."

Jeremy continues to get roles in British comedies, soap operas and other television shows and in English theater, but would he do another *Star Wars* film if asked?

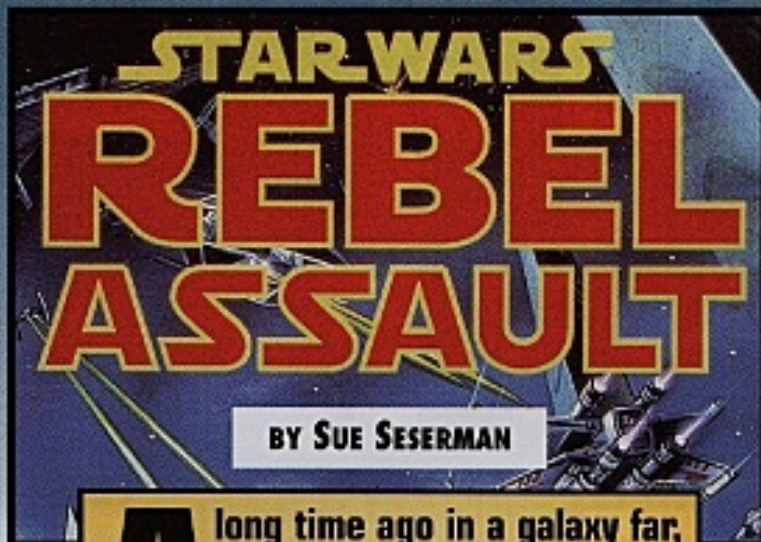
"I'd jump at it," he exclaims. "I think it would just be marvelous. I would be like a four-year old all over again. Filming it was such fun, it just takes you away from everything. *Star Wars* was the first and the best of that sort of movie.... A classic! That's why it is still going. If they go back and do earlier movies, Boba Fett might be a younger trooper or a soldier. Just to be involved would be superb. I think George Lucas has been quite right to delay the other films until exactly the right time. There have been many copies of the *Star Wars* saga that came out immediately afterwards and I think the timing has to just be right. I'm still young enough and fit enough to do it," he concludes with a smile. "I'd love to be behind that mask again." ☆



"Playing Boba Fett has brought me a lot of joy and satisfaction," says Jeremy. "I'd love to be behind the mask again."



# REBEL WITH A CAUSE



BY SUE SESERMAN

What's this! It sounds like the opening to a *Star Wars* movie, but that can't be right, can it? Actually, that guess would be partially on the mark. These are the opening lines to a new *Star Wars* fantasy called *Rebel Assault*. But the medium is a recently released, interactive CD-ROM game from LucasArts Entertainment Company; the small screen rather than the big one.

*Rebel Assault* is a first-person perspective, action/arcade-style game for PC CD-ROM. It follows the adventures of Rookie One who, like Luke Skywalker, is a farmhand from the arid planet of Tatooine. Also like Luke, Rookie One, already a daring, talented pilot in civilian life, joins the Rebel Alliance hoping to contribute to the fall of the Empire. Players step into Rookie One's boots for 15 varied and extensive chapters that begin with flight training through Beggar's Canyon in a T16 Skyhopper and culminate with the famous trench run on the Death Star in an X-wing fighter. In between, Rookie One chases TIE fighters through an asteroid storm, takes out a Star Destroyer, blows away Imperial walkers and blasts through a Rebel base overtaken by stormtroopers. If successful in all missions, Rookie One—now a seasoned starfighter pilot—is bestowed with the Star of Alderaan by none other than Mon Mothma. If Rookie One fails ... well, I shudder to ponder the fate of the galaxy.

## A NUMBERS GAME

When we decided to make *Rebel Assault*, we actually considered the venture somewhat risky. Even though we had enormous faith in the strength of the *Star Wars* license, the game would be the first

**A** long time ago in a galaxy far, far away ... It is a period of civil war. Rebel starships, striking from a hidden base, have won their first victory against the evil Galactic Empire; which, under the command of Darth Vader, rules the galaxy with an iron fist. The Empire, however, is far from defeated, and many young pilots have joined the Rebels in the hopes of restoring freedom to the galaxy.



from LucasArts for CD-ROM only, rather than for one or more platforms which already had a sizable installed base. There are just four million CD-ROM players in homes right now, and only a small percentage of the owners use their players for entertainment. How many units could a game available only on PC CD-ROM sell? The original forecast was modest, only a fraction of the sales volume typically associated with traditional disk-based games which can sell 50,000 to 100,000 at the beginning of a sales cycle.

But as the game's designer, Vince Lee, described his vision to us, we realized that if he could pull it off, we'd be introducing something very special. The best-selling CD-ROM entertainment title at the time had sold around 100,000 units. We upped the *Rebel Assault* forecast and went in swinging. We expected *Rebel Assault* to go the distance with its competition. What we got was a TKO in the first round. *Rebel Assault* was introduced in November 1993, and went "Gold" its first week in the stores. That means it sold more than 100,000 copies out the chute (sorry, I'm mixing sports metaphors). Eight weeks later, the game surpassed 300,000 units sold worldwide. And the orders keep coming. Meredith Cahill, our distribution manager, pops into the marketing offices almost daily to update us on the latest 15,000- or 20,000-piece order.

## HOW DID WE DO IT?

Why has *Rebel Assault* so quickly become the best-selling PC CD-ROM entertainment title of all time? I think the game's success can be attributed to several things.

When George Lucas created the *Star Wars* trilogy, he related a story so powerful that it has transcended time. We were, and still are, enthralled by its action and captivated by its portrayal of the struggle between good and evil. How many times have we thought about how cool it would be to fly an X-wing into battle? *Rebel Assault*, for reasons I'll talk about in a minute, comes very close to recreating the excitement of the *Star Wars* movies. Except instead of watching the action, you're actually the





Rebel Assault interweaves actual movie clips from *Star Wars*, original video footage, and very realistic 3D graphics to present a compelling *Star Wars* story. It has quickly become the best PC CD-ROM entertainment title of all time.



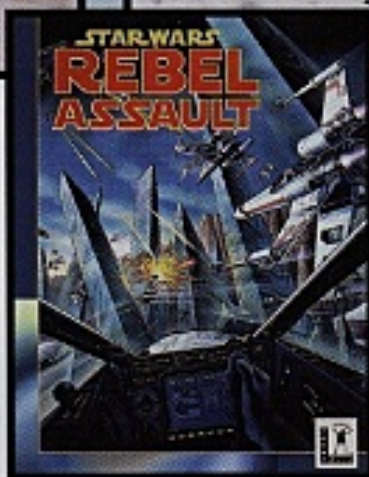
one in the cockpit with Darth Vader only a step behind your every move.

But how can a game even come close to presenting the same kind of imagery and evoking the same kind of enthusiasm as the movies? After all, we're talking about a bunch of pixels on a small screen, right? Well, yes. But the key is in what Vince and his team did with those pixels. They basically pulled off the most innovative, technologically advanced combination of art, sound and programming in interactive entertainment today. That's a pretty lofty claim, so let me try to substantiate it.

*Rebel Assault* interweaves actual movie clips from *Star Wars*, original video footage, and very realistic 3D graphics to present a compelling *Star Wars* story. The video segments of the game serve to set up the story, propel Rookie One from chapter to chapter and provide a gratifying denouement. In the video portions we meet Rookie One and many of his compatriots, and we witness Darth Vader as he calculates the demise of the Rebel Alliance. We get a sense for the characters; they are humanized or, in the case of Vader, dehumanized for us. The video is edited nearly seamlessly with portrayals of 3D planetary landscapes, Rebel and Imperial ships, and even Imperial Walkers and stormtroopers.

The 3D graphics were created much in the same way Industrial Light & Magic created the computer-generated dinosaurs in *Jurassic Park*. In a nutshell, lead 3D artist Ron Lussier and his team built wire frame models of all the images, applied the appropriate textures to the frames, lit the models from the desired angles and choreographed the animations. The 3D images are carried over into the interactive parts of the game, where the canyons we fly through appear steep and rocky, and the TIE fighters we battle seem sleek and metallic.

There are several games available today that call themselves "interactive movies," but they don't really succeed at either the interactive or the movie part. They're largely a series of video scenes that unfold while the player watches. His or her involvement is limited to directing which video scene plays next by influencing which way the story branches. The quality of the video is necessarily mediocre—blocky because of resolution issues and jerky because of compression and decompression issues. And the interactivity—



the key element that differentiates us from other forms of entertainment—is practically nonexistent. Games like these seem to have the formula backwards: they use interactivity as a tool to showcase video. In *Rebel Assault*, we use video as a tool to showcase interactivity.

As in the movies, visuals account for only half of the sensory experience. Sound plays a critical role in painting the emotional landscape of *Rebel Assault*. The game features the original *Star Wars* score as performed by the London Symphony Orchestra, only it's been rearranged by Vince to complement the game's action. Additionally, we borrowed actual *Star Wars* sound effects from Skywalker Sound for the game—yes,

that's really R2's shrill cry coming from the back of your X-Wing. You also hear Darth Vader's menacing breath, the firing of a blaster and the roar of TIE fighter lasers. Professional actors (although none from the original *Star Wars* casts) supply all the voices in the game. In putting the sound track together, Vince managed to pull off what many experts said was impossible. He created a four-channel sound track capable of playing music, sound effects, voice and ambient sound simultaneously.

## THE ROAD TEST

If you own a computer with a CD-ROM drive or decide to upgrade your PC with a multimedia kit, you may justify the investment by telling yourself it's so your kid can have an encyclopedia at his fingertips or so you can balance your checkbook. But if you got a new Ferrari, would you be satisfied always driving it at 55 MPH? Heck no! You'd take that car out on some country road and put the pedal to the metal. The same is true for the early buyers of new technology. They want to push their new toy to the limits. And that's what *Rebel Assault* does—but instead of ticking off miles in a Ferrari, you're screaming across light years in an X-wing fighter. ✧

Sue Severman, Public Relations Manager for LucasArts Entertainment Company, will provide an inside look at LucasArts in every issue. If you have any questions about LucasArts, please forward them to Sue's attention in care of the magazine and she'll try to answer them in her column.



# Lucasfilm's Latest

By Dan Madsen

1994 is shaping up to be a busy year for Lucasfilm. Many new projects are in the works for release this year as well as long-term projects scheduled for the next few years. Upcoming projects on the drawing boards at Lucasfilm include:

## RADIOLAND MURDERS



*Radioland Murders*, set in 1939, is a wacky comedy from George Lucas.

This fast-paced murder mystery comedy was conceived by George Lucas and is currently being shot in North Carolina. Tentatively scheduled for a late '94 release, the film has 92 speaking parts and 12 major characters. For more information on this project see the article in this issue.

## REDTAILS

Although this project has been in development for some time, it now appears that *Redtails* may go into production in 1994.



*Redtails* follows the exploits of a real-life all black fighter squadron from WWII.

The film follows the exploits of the World War II all black fighter squadron known as the Tuskegee Army Air Corps. White American bomber crews reverently referred to them as the Black Redtail Angels because of their reputation for not losing bombers to enemy fighters as they provided escort to bombing missions over strategic targets in Europe. In 1939, the Army Air Corps (which became the U.S. Air Force) refused to accept blacks into its ranks. It took an Act of Congress to change that policy, and the result was the formation of the Tuskegee Army Air Corps, a group of exceptional pilots who were trained at a small, isolated base located in Tuskegee, Alabama. They flew over 1500 missions without losing a single bomber to enemy fire. George Lucas serves as Executive Producer on this film, described as a story about "the triumph of the human spirit."

## THE YOUNG INDIANA JONES CHRONICLES TELEVISION MOVIES



Young Indy will return to the small screen in the form of four television movies.

Although ABC canceled *The Young Indiana Jones Chronicles*, popular and critical support, as well as George Lucas' commitment, has helped to continue Young Indy's adventures. Four two-hour TV movies are currently being shot in California, Czechoslovakia, Greece and Thailand. Sean Patrick Flanery and the rest of the cast are all back and excited about continuing Young Indy's exploits. It has not been determined, at press time, where these TV movies will air, but we'll keep you posted. On another note, *The Young Indiana Jones Chronicles* was nominated for a Golden Globe Award for best dramatic series.

## INDIANA JONES IV

It now appears that *The Last Crusade* was not Indiana Jones' last big-screen adventure. *Indiana Jones IV* (no title has been chosen yet) is in the very early story and scripting stage. Citing "a great story idea" as the reason for producing another big-screen adventure for Indy, George Lucas and partners Steven Spielberg and Harrison Ford have all expressed interest in doing another feature film. Currently, screenwriter Jeb Stuart, whose credits include *The Fugitive*, *The Siege* and *Die Hard*, is working on the screenplay. No production date has been announced nor a release date. However, as always, we'll keep you informed on the latest news for Indy's fourth movie adventure.

## STAR WARS PREQUELS

The prequels to *Star Wars* are still in the planning stages. George Lucas has been working on the story for the trilogy and scripting may begin sometime within the next year. Lucas has said in previous interviews that the films will focus on



C-3PO and R2-D2 will likely return in the *Star Wars* prequels which are in the planning stages right now.

the adventures of a young Ben Kenobi and Anakin Skywalker. C-3PO and R2-D2 will likely show up again as well. No production or release date has been scheduled yet.

On another note, Lucasfilm Licensing has developed many new and exciting *Star Wars* products and books—many of which can be found in the current Lucasfilm Fan Club catalog and in upcoming catalogs. Stay tuned! Big changes are also in the works for The Lucasfilm Fan Club. Look in the next issue for some exciting news!

## MORE MAGIC AT ILM

While most companies might be content to rest on their laurels after pulling off some of the most innovative and imaginative special effects ever to hit a movie screen, that hasn't been the case with George Lucas and his Industrial Light & Magic.

ILM, which contributed mightily to the on-screen antics of those creatures in Steven Spielberg's *Jurassic Park* (see issue #20), is not only not taking a breather, but the company's computer graphics department is expanding at a whirlwind pace to keep up with ILM's ever-increasing slate of projects, including another Spielberg-related production, *Casper*.

With *Casper* and several other projects, including Universal/Amblin's *The Flintstones* and New Line's *The Mask*, leading the way, ILM has already doubled the size of its computer department from 40 to 80. According to ILM Vice President and General Manager Jim Morris, the company will have 120 designers, engineers and other key creative people working at computers by February.

Of course, with more designers, the company is also adding the hardware to go along with them, including a number of silicon graphics workstations.

Although there is a wealth of movie projects on ILM's plate right now—*Forrest Gump*, *Baby's Day Out*, *In the Mouth of Madness*, *Wolf*, *Maverick* and *The Bee*—Morris did point out that the special effects business is still cyclical.

"Our business falls into two cycles," Morris said. "The big effects pictures tend to get released in the summer or the winter and those are two big movie-going cycles. But we do try to smooth out the peaks and valleys."

Credit: Daily Variety ★



# book review

BY SALMAN A. NENSI

## A GUIDE TO THE STAR WARS UNIVERSE

BY BILL SLAVICSEK

PUBLISHED BY DEL REY BOOKS, \$10.00

**B**ill Slavicsek, currently on staff at TSR (*Dungeons & Dragons*) as a designer/editor for their *Dark Sun* and *Ravenloft* line of books and games, worked at West End Games and Marvel Comics. While Bill was at West End Games, they acquired the license to do a *Star Wars* role playing game. He was and editor and worked on the original, first edition *Star Wars Role Playing Game* hardcover book and co-authored the *Star Wars* source book for that game.

The West End Games *Star Wars* material was all based on the movies, but additional material had to be created for the role playing game in order to fill out the *Star Wars* universe. Lucasfilm provided assistance and retained final approval. This means that the *Star Wars* material produced by West End Games is as close to being official as it can be without actually coming from George Lucas himself.

"West End Games recently did a second edition which updated the game and moved beyond into the period after *Return of the Jedi*. My most recent products for them, before I came to TSR, were two source books based on Tim Zahn's novels, *Hair to the Empire* and *Dark Force Rising*," says Bill.

A source book contains information on people, places and new things that are mentioned throughout the novels. Everything is catalogued, from important events to little throwaway background elements. The material is then expanded. "It is done in story format and then we give it game statistics so you can use the material in the role playing game—so a source book is partially for the fans and partially for people who actually play the games. Zahn used a lot of the material that we created at West End in his novels, so it was kind of a full circle benefit," Bill explains.

The first edition of *A Guide to the Star Wars Universe* was written by Raymond L. Velasco in 1984. "We used that as our starting point but then researched the new guide from the ground up. We looked at everything from the movies, the original novelizations, the Brian Daley *Han Solo* books, the Lando Calrissian books, the radio plays, all the way up to the role playing products, of which there are over 80 source books, adventures and playing guides. We also looked at the Zahn novels and the Dark Horse comics."

After leaving West End, Bill went freelance. During that period Lucasfilm contacted him to do the latest guide. Bill says they wanted all the material included. "One of the first things we did was to separate the information into two categories with symbology that you will be able to see throughout the book. One of the symbols tells you that this chunk of information is directly from something that George Lucas worked with. The other symbol tells you that this is material taken from products approved by Lucasfilm. The symbols are [provided] so that fans can see what came from [George Lucas] and what came from those of us that fol-

lowed him."

Bill was West End Games' Lucasfilm liaison for the *Star Wars Role Playing Game*, and his work there caused him to become a *Star Wars* expert. "When Bantam Books first signed on to do the novels, I was one of the first people called to New York. We had a big meeting at the Bantam offices on how to maintain continuity and how to make all these different products mesh." Bill reports that when the time came to do the *Guide*, Lucasfilm decided that it would serve as kind of a bible for anyone else creating *Star Wars* products (novels, games or whatever anyone thought up) in the future.

The new *Guide* contains 50 percent more material than the original. You'll find the usual descriptions of major alien races, equipment, planets and major characters. This edition also contains things that were left out of the original material; e.g., acceleration straps. There are over 600 entries in the guide and it contains 16 pages of art work.

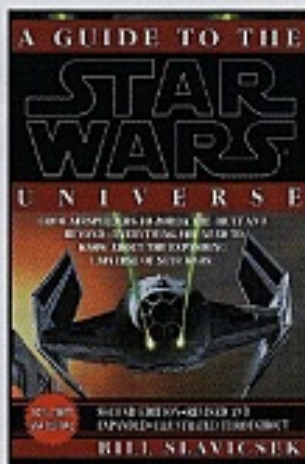
Bill feels the newest and most exciting thing is that they took material that appears in many diverse places, and put it all in one book. "You'll see where [items] came from the first time and what sources you can find more information about them in." Entries range from two or three sentences to two or three pages. There's a time line of *Star Wars* events, approved by Lucasfilm, ranging from when the Clone Wars occurred to the Dark Horse comics that appeared six years after *Return of the Jedi*. There is a comparison speed chart for the different Starfighters, and a lot of new art created especially for the book.

*A Guide to the Star Wars Universe* is more than a great reference work. If you haven't kept up with the gaming material and comic books, this book will be a like brand-new *Star Wars* adventure. "There is lots of new stuff, but ... we've been able to ensure it all fits together to keep the continuity going from the minutia up to the grandest scale," Bill says.

Over the past few years, *Star Wars* has enjoyed a revitalization as fans are drawn back to George Lucas' universe. Bill believes that this is mostly because of the Tim Zahn books that hit the best-seller list and reminded everybody what a wonderful world this is: "The Zahn books just rocketed the whole movement again."

Bantam Books will issue new *Star Wars* books in the near future. While they do not plan to issue as many books as Pocket's *Star Trek* series, there will be new *Star Wars* books on a regular basis.

Lucasfilm is concerned with keeping the continuity and the cohesiveness of the *Star Wars* universe together, and the goal for *A Guide to the Star Wars Universe* is that it will provide other authors with the information necessary to maintain the integrity of the *Star Wars* universe. ☆



## TRIVIA CONTEST

Answer all 10 questions correctly and your name goes into a drawing for a free copy of *A Guide to the Star Wars Universe*. There are five prizes in all, and entries must be received by **April 30, 1994**. Send entries on 4" x 5" card to: Star Wars Contest, P.O. Box 111000, Aurora, CO 80042.

1. Name the fastest Starfighter (most number of Sublight Units per Standard Time Part).
2. Unscramble the following planet: eehorrsstwy (two words).
3. A Bantha is a large quadruped with long, thick fur and bright, inquisitive eyes. True or False?
4. Chewbacca is a (pick the correct spelling): a. Wookie, b. Wukee, c. Wookee, d. Wookiee, e. Woukiee
5. Which character comes from Dagobah?
6. What is the *Star Wars* space traveler's expression for, "Let's get out of here"?
7. Was Paploo on the side of the Rebels or the Emperor?
8. Who owned the last power gem before Chewbacca won it?
9. Saheelindeel is (choose one): a. animal, b. planet, c. solar system, d. type of star drive, e. the stuff between Chewbacca's toes



# scouting the galaxy

## COLLECTING STAR WARS MEMORABILIA

BY STEPHEN J. SANSWEET

"Y

ou're collecting what?"

How many times have collectors of *Star Wars* trilogy memorabilia heard that question?

Well, fellow Force-ophiles, we can have the last laugh now. How many other investments have shown a 20,000 percent gain in 15 years? Granted, there aren't many items like a vinyl-caped Jawa action figure that has soared from \$2 to \$400. But there are enough to give collectors bragging rights.

However, the reason we all collect *Star Wars* is that the trilogy was a blast in more ways than one. It excited us; it was great fun; we liked good triumphing over evil; we loved the visuals and the words—in short, it was an experience that we wanted to take home with us and make part of our lives. Collecting items related to the films lets us do just that.

*Star Wars* collectors have kept the Force alive between *Return of the Jedi* and the much-awaited Episodes 1, 2 and 3 of the saga, to be made and released late this decade. This column is for collectors of every stripe: those who have enough money or room for just a few treasured pieces to those whose absolutely impossible goal (though it's fun trying) is to get at least one of everything. It will explore the old, take a peak at the new and try to answer your questions.

For many, collecting *Star Wars* means toys. Yet it wasn't that many years ago that I had to personally convince the promoter of a major Southern California toy show that letting in a *Star Wars* dealer wouldn't lower the overall quality of the show. The breakthrough was the *Star Wars* 10th Anniversary Convention at Los Angeles International Airport in 1987. In half a dozen dealers' rooms, scores of tables were laden with merchandise, some never seen before or since.

*Star Wars* collecting, though a young hobby, has already gone through several cycles. At first, the 12-inch dolls were the hottest collectible, largely because

they appealed to both *Star Wars* and doll collectors. Prices for some of the rarer figures shot up, with IG-88 fetching up to \$400, and dealers seeking \$250 or more for the common Han Solo. Then prices stabilized and the large vehicles became hot. Collectors searched for the Kenner *Millennium Falcon*, the X-Wing Fighter, and Darth Vader's TIE

Fighter. Americans discovered the British-Canadian-Australian chipboard Death Star playset and bid its price up to \$600 mint in a mint box until immediate demand met supply and the price started coming back down to earth.

But for the last two years, the small action figure has become king, and it's a phenomenon that boggles the mind. Kenner and its foreign affiliates made more than 250 million of the figures for worldwide sale. With a quarter of a billion of anything around, today's high prices seem even more amazing. The reason, of course, is that the action figures were sold to be played with, and most were. What today's collector seeks is mint figures on mint cards, and dealers have taken to grading each individually. So a C("condition")-10 on a C-10 is the best there is.

The figures also are in demand because so many new collectors, some born well after *Star Wars* was released, are starting from scratch and want to have a complete set of figures on their cards and perhaps another set that they can actually play with.

So how many different figures does it take to make a complete set? It depends on how you define "complete." The last Kenner figures released in the United States commanded on their card backs, "Collect all 92!" But as most collectors know, there was a 93d figure (Yak Face, a creature in Jabba's palace) that was released everywhere but the U.S. Kenner was holding back Yak to use as a U.S. premium—cut out those seals on the back and ruin your cards, kids—but the *Star Wars* line petered out before it got around to doing so. So that makes 93, right? Well, how about the three variations of R2-D2 and the remade C-3PO that could be taken apart? And many collectors add in the Droids and Ewoks figure lines and come up with a total of 115.

But 115 just scratches the surface for some collectors. Many of the figures have gone through major modeling changes, and others have had costume or paint modifications. Then there are the cards: 12-back, 21-back and so forth. Some have "snipes," which are bands or bursts of color with material printed on top advertising some promotion. Some figures appear on *Star Wars*, *Empire Strike Back*, *Return of the Jedi*, and *Power of the Force* coin cards. Even some of the same figures on the same backed Jedi cards come with different character photos on the front. And then there are the foreign



"Collect all 92!" Kenner commanded from the backs of its Jedi cards. But there were a lot more than 92 small action figures in the *Star Wars* galaxy.



The painted Boba Fett figures are from factory production runs and have molded-in missiles. The unpainted figures are pre-production "first shots" and can fire missiles from their backpacks.



The original vinyl-caped Jawa was deemed to look too chintzy, so it was replaced with a cloth-caped creature. There's no dispute now over which is cheaper.



## GALACTIC SIGHTINGS

With the caveat that manufacturers' plans can and do change, here's a sneak preview of some of the new *Star Wars* Classic collectibles that are planned for production in the coming months. They'll be available either at toy stores, comic shops, direct mail, science-fiction conventions or through the enlarged shopping section of this very magazine.

**LEWIS GALDOB TOYS**, which has just introduced three dynamite sets of *Star Wars*, *Empire* and *Jedi* Micro Machines, is working on three playsets and small figures to accompany them.

**JUST TOYS** plans to add six to eight new figures to its *Star Wars* Bend-Ems line, as well as a possible carrying case for all the figures.

**CUI** will soon ship a stunning set of 20 *Star Wars* metal trading cards. These are printed in full color and embossed on silver-colored tin and come in a colorful commemorative tin box. This is a limited edition.

**TOPPS** has followed up its incredibly successful *Star Wars* Galaxy trading card set with a limited edition factory set with a vacuum-formed *Millennium Falcon*, and this spring will ship *Star Wars* Galaxy II. Make sure you read the backs of these and the CUI cards, said the author immodestly.

**RAWCLIFFE**, which shipped beautiful small pewter models last year of the X-Wing, TIE Fighter and *Millennium Falcon*, is whipping up some possible additions to its line including A-Wing and B-Wing Fighters and a Star Destroyer.

**THE FRANKLIN MINT** sent a large pewter *Millennium Falcon* with gold-plated accents winging our way last year. This year it's working on an Imperial Walker. This is one AT-AT I can't wait to see!

**ESTES**, which was one of the original licensees many moons ago, plans to rerelease some of its *Star Wars* rocket kits in new packaging. These make great models, even stationary.

**HOLLYWOOD PINS** has a well-deserved reputation based on its vast line of *Star Trek* cloisonné pins. Now the company is expanding to our galaxy and, based on the samples I've seen, should have a long and prosperous run with *Star Wars* fans.

**ADVANCED GRAPHICS**, another *Trek* supplier, has just started shipping the first photo-realistic cardboard stand-ups of our favorite *Star Wars* characters. Wait until you see Han Solo in his action pose! It'll look as if Harrison Ford has dropped by to help you root any neighborhood varmints. ☆



Kenner's small action figures were a toy industry innovation and today are the hottest of *Star Wars* collectibles.

cards from several different countries and the tri-lingual European *Jedi* cards.

So how many total variations and combinations are there? How many angels can dance on the head of a pin? We'll probably get both answers at around the same time because, simply put, nobody knows. Not Kenner. Not Lucasfilm. Not the fans who have diligently compiled several editions of the Die-Hard Collectors' Check List. (Personally, I've given up after counting to 547, a figure I believe to be somewhere between one-third and one-half of all existing variations, but I could be off by 50 or 150 percent.) However, since the true fun of collecting lies in the search, there are those of us who will keep on looking.

One figure in particular has caused the most speculation, rumor-mongering and now bogus reproductions. That's the missile-firing Boba Fett. The bounty hunter was first introduced on the *Star Wars* Holiday Special TV show in November 1978 and was supposed to play a major role (later reduced considerably) in *Empire*. As a promotion, Kenner started running ads on the 20-back *Star Wars* figure cards for a free Boba Fett figure with a rocket-firing backpack; all it took was four proof-of-purchase seals. There was a photo-like illustration of Fett with the firing mechanism being triggered.

But as those cards were being shipped, rival toy maker Mattel had to recall and redesign spacecraft from *Battlestar Galactica* because similar missiles were lodging in the throats of small children. So Kenner slapped stickers over all cards and related promotional material blocking mention of the missile-firing feature. More to the point, Kenner designers and officials confirm that the company NEVER SHIPPED any missile-firing Boba Fetts through the mail-in offer or on cards—despite what the kid down the street insists he remembers getting.

What does exist, however, are an unknown number—perhaps 50 to 100, but most since destroyed—of what Kenner calls "first shots." These are pre-production samples used to check out the molds and any moving parts. So there are some actual figures, all in a blue-gray tone without Kenner or Lucasfilm markings, but with a spring and a red missile that can be fired. How much is one worth? Enough so that in recent months unscrupulous dealers have begun trying to pass off doctored Fetts as real and charging \$350 to \$500 for the bogus figures. They've done it by removing nearly all the paint with a thinner, sanding

out the copyright information on the backs of the legs, carving out the backpack and missile (their version is white), and devising a crude firing mechanism. Unfortunately, the odds are high that if you're offered a missile-firing Fett, it's phony.

## COLLECTIBLES Q & A

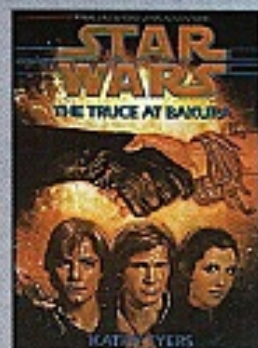
This column, which is scheduled to appear every issue, will work best when it's about things that *Star Wars* collectors want to know. So please send your questions and comments to Scouting the Galaxy, *Star Wars* Fan Club, P.O. Box 111000, Aurora CO 80042. Individual replies aren't possible because of time constraints, but we'll try to answer the questions of broadest interest in the column. ☆

Steve Sansweet, a Los Angeles journalist, is the author of *Star Wars: From Concept to Screen to Collectible* (Chronicle Books) and co-author of the upcoming *Tomart's Guide to International Star Wars Collectibles*. He is consulting editor for Topps' *Star Wars* Galaxy trading card sets.

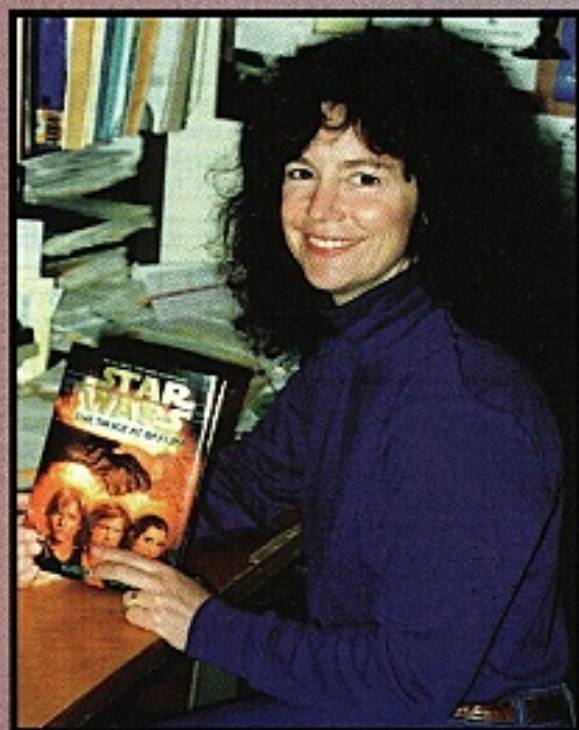




# KATHY TYERS' Most ENJOYABLE Assignment; *STAR WARS: THE TRUCE AT BAKURA*



INTERVIEW BY LISA COWAN



Author Kathy Tyers proudly displays her book, *Truce At Bakura*.

Imagine you are a talented science fiction writer and a long-time fan of the *Star Wars* saga. The telephone rings, you answer, and your editor says, "Kathy, would you like to be a *Star Wars* writer?" It took Kathy Tyers barely a nanosecond before she said, "Yes!" The result of that January 1992 phone call is the best-selling book, *Star Wars: The Truce at Bakura*.

How did this writer from Montana get to be among the chosen few to receive such a dream assignment from Bantam Books? One reason could be that some of her science fiction books including *Firebird*, *Fusion Fire*, and *Crystal Witness* could be classified as "space operas" akin to the *Star Wars* genre. The heroes of these stories tend to be strong, Princess Leia type females, who can perform down-to-the-wire rescues and face heart-stopping space battles. So the editors of Bantam Spectra books called Kathy Tyers, and she joined the privileged ranks of the writers of the Force.

**Kathy, how long have you been a writer?**

I started writing and illustrating my own picture books when I was seven years old. When I was in junior high and high school, a friend and I wrote stories together. I didn't start writing again until I was out of college, and a full-time mom. My son Matthew was a self-starter who could keep himself entertained for hours with books and Legos. So I took advantage of that and started writing a story for fun and sent it off to my high school friend, a chapter a week, until the story was finished.

**What was your first published book?**

I started writing science fiction in 1983. *Firebird*, my first book, was published in 1987. I've had enough luck for at least four people. I submitted *Firebird* to three publishers, and it sold to the third publisher, Bantam Spectra. They liked my work well enough to publish three more of my books including my first serious science fiction, *Shivering World*.

**When you were assigned to write *The Truce at Bakura*, did anyone give you guidelines on plot or characters?**

Betsy Mitchell, associate publisher at Bantam Spectra, and Editor Janna Silverstein assigned to me a time frame to take place right after *Return of the Jedi*. I was asked to involve all the characters in one location, not to have them all going off into different parts of the universe. They wanted "a great big all-the-gang-together adventure with the fate of the galaxy at stake."

As far as other guidelines, there is no printed series bible for the new *Star Wars* books, but I was told that the three *Star Wars* movies were sacred writ. Everything else is good and useful background, but when it came to referencing the characters' personalities, the real history, shades of meanings of what had been said, I tried hardest to be faithful to the movies. And it was real "tough" doing my research with a bowl of popcorn and notepad. I took several pages of notes while watching the films. I jotted down characteristic expressions, things that Han would say, for instance, or the way that Leia would speak and gesture.



**Which of the many published *Star Wars* books and source materials proved the most useful?**

Of the various *Star Wars* saga books, I ended up using the books from West End Games (the various *Star Wars* Source Books), most often. They had some very useful information; the maps of the Millennium Falcon, for instance. I studied them carefully, for in the book I want to make sure the characters turn left into the fore hold, if that is the correct way. It is important to be consistent and to get continuity. You are creating the illusion that you are writing about real people in a real world, and I don't want to break that spell. I dislike being jarred out of my reading experience by continuity mistakes.

***Truce at Bakura* is dedicated to John Williams, who wrote the musical scores for the *Star Wars* films. I assume, then, that you listened to his *Star Wars* music while writing?**

Yes, especially when starting cold in the morning. My parents were both professional musicians, and I play the flute and the Irish harp. As I said in my dedication, I can't think of *Star Wars* without remembering the opening fanfare. Dedicating my book to John Williams was my small way of saying thank you for making a good fantasy seem real.

**How is writing about George Lucas' characters different from writing about your own characters?**

Challenging. I am not just working with one other person's character. For example Luke Skywalker is five parts George Lucas and five parts Mark Hamill. So I want to create someone who is faithful to both, but who also can move in the confines of the plot I am writing. This is tricky, but in some ways it is easier because these other people have done a lot of the characterization work already. I simply have to be attentive to what they have done.

I think that many good writers are good mimics. Whether it is a matter of following the examples of other writers' sense of plot, structure or characterization, we all learn to write well by reading good literature and reproducing in our own way what we absorb.

**What can you tell us about the new characters that you put into the plot?**

There is an ambitious evil Imperial governor, Nereus, and two major characters, Dev and Gaeriel. Dev Sibwarra is a human who was taken prisoner by aliens at the age of 10. He is 15 at the time of the story, and he's been brainwashed by hypnosis drugs into serving these aliens, the Ssi-ruuk. They intend to take over the human universe, beginning with the Imperial planet, Bakura. Dev tries hard to serve the Ssi-ruuk, but they mistreat him. He is very much an abused person, but he is also strong in the Force and dreams of becoming a Jedi Knight.

I also created Gaeriel Capelson, a young Imperial Diplomat. Luke falls head-over-heels in love with her. I always felt that Luke was short-changed in the movies. I know there are valid reasons for keeping our hero right down the center line of heroism, but the poor guy must get lonesome. Gaeriel sparks the Force in Luke in a way that makes his whole being resonate when he is around her.

**How do you pronounce the name of the villains of your story, the Ssi-ruuk?**

"See-Rook" is how you would pronounce the name in English, but it is actually a whistled bird-like cry. The Ssi-ruuk are more dinosaurian than reptilian, and contemporary science thinks that the dinosaurs were more closely related to birds than to today's cold-blooded reptiles. So I gave the Ssi-ruuk a speech that was more like a bird song. The race is derogatorily termed "Fluties," as they sound like they are playing a bass flute. I am a flute player, and we tend to take ourselves far too seriously, so this was a little humorous dig at my fellow flute players.



**Why do the Ssi-ruuk want to take over the galaxy?**

They have found a way of draining life energy out of sentient beings and storing it in specialized battery coils. They power their droids with it. The Ssi-ruuk have found that humanoid tend

to last longer in "entechment" than do other life forms. They basically look at us like we view our planet's oil fields.

**What aspect of the story was the hardest to write?**

When Bantam and Lucasfilm looked over my plot outline, they liked my character Dev Sibwarra and the fact that he wanted to train with Luke to be a Jedi, but they also told me that they didn't want stray Jedi apprentices running around. I originally wrote two different endings, one in which Dev barely survives, and one in which he bites the big one. I wish Dev could have lived, but his death made for a lovely final visual scene.

Conversely, the dialog was the easiest to write. These characters talk to each other with no problems at all. Part of what made writing *Truce at Bakura* delightful was that I already knew the *Star Wars* characters. I've been a *Star Wars* fan for many years. When I taught elementary school, my students thought it was cool that I had Luke Skywalker stickers on my file cabinet and that I used the *Star Wars* soundtrack in music class.

**Since *Truce at Bakura* is the first book in a series of 12 new *Star Wars* books, have you have been in contact with the writers of the other books?**

Kevin Anderson, who is writing a Jedi Academy trilogy that will be released later this year, called me early on and said, "I am trying to get all the *Star Wars* authors together, so that our plot lines can all fit in with each other's." This way we can use each other's characters, and tie them in with the different stories. For example, Kevin plans to mention the Ssi-ruuk in his books.

Most of the story details between authors have flowed one way because my story takes place right after *Return of the Jedi* ends, and the other stories follow mine.

**If you could write another *Star Wars* story set in any time frame, what would it be?**

Anytime frame? I would pick about two years after *Truce at Bakura*, but it would have to be in an alternate universe to the story line in this Bantam series, because I really would like poor, lonesome Luke to find his true love. Here is a person of quality who has a very important mission; why shouldn't he have a life partner?

**Do you think you will get the chance to write another *Star Wars* story?**

There is a chance. All 12 of the current *Star Wars* novels in this contract have been assigned, but if Lucasfilm licenses any more novels to Bantam, I think I have as hopeful a chance as anyone. And I am working with Kevin Anderson and other writers on an anthology called *Tales from the Star Wars Cantina*. Each author got to choose an alien or a group from the original *Star Wars* film cantina scene, and explain why they were there and how they got there. I chose the Cantina Band. The story was a lot of fun. In my research, I was disappointed to learn that the lead band player had already been named Figrin Da'n by West End Games. His instrument had also been named. As wonderful as the West End materials are, I never would have named the instrument a Kloo horn. However ... I can work with a Kloo horn as easily as I can work with a sousaphone!

**What do you like best about writing?**

Communicating with other people. When someone writes to me and says "I've read your *Firebird* novels, and I like your characters. I really enjoy what you've done," that to me is the payback. Writing has little if anything to do with the royalty checks. Writing gives me the same feeling as listening to great music.

**Was writing *Truce at Bakura* a rewarding experience?**

Absolutely! Writing *Truce at Bakura* has been the most enjoyable assignment I've ever had. ☆





# Straight from the Horse's Mouth

BY BOB COOPER

**W**elcome to the first installment of a regular column that will help to keep you abreast of all the latest goings-on with *Star Wars* and *Indiana Jones* projects from Dark Horse Comics. Each time out we'll bring you inside information on new projects in the works, profiles on writers and artists, and behind-the-scenes looks at the creation of some of the hottest and most eagerly anticipated comic books on the stands. We'd like this to be a participatory feature; in future columns, we'd be happy to respond to specific requests from fans, so be sure to write and let us know.

♦♦♦♦♦

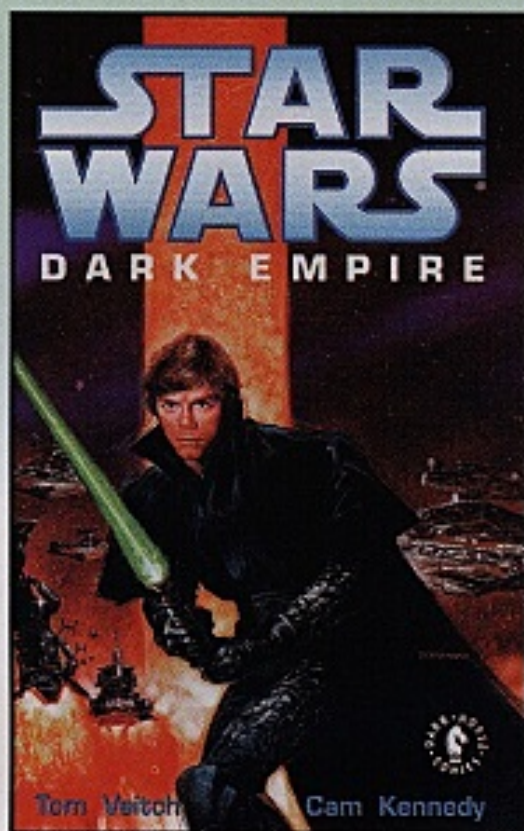
Topping the list of Dark Horse projects are a number of new *Star Wars* comic-book series debuting this year. With excitement brewing in anticipation of George Lucas' plans for three more *Star Wars* movies, Dark Horse plans on fueling this excitement with a number of original storylines that build on established *Star Wars* continuity, as well as continuing our series of high-quality reprints of previously published *Star Wars* comics material. Exploits of some of the early Jedi knights begun in *Tales of the Jedi* will continue in *Dark Lords of the Sith*, a huge 12-issue series. As a special treat, we'll also publish a stand-alone *Tales of the Jedi* story that takes place prior to the beginning of the *Dark Lords* series, called *The Freedon Nadd Uprising*. This story, written by Tom Veitch, provides a continuity bridge between the *Tales of the Jedi* and *Dark Lords* storylines.

A new series of reformatted and colored *Star Wars* newspaper reprints begins in the summer of 1994 and feature the run of strips produced by Russ Manning that appeared in newspapers in 1979-80. This will be the first time these strips have been reprinted anywhere, and the first time they will appear completely in color. Other original *Star Wars* projects on tap for 1994 include a *Droids* series, featuring the exploits of C-3PO and R2-D2, and *Dark Empire II*, a continuation of the events from the immensely popular *Dark Empire* series. Dark Horse's series of *Classic Star Wars* reprints for 1994 also include recolored adaptations of the three *Star Wars* movies, originally published by Marvel Comics in the 1970s and '80s, and a trade paperback collection of the first seven issues of the Archie Goodwin/Al Williamson *Classic Star Wars* series, reformatted and colored by Dark Horse and published in 1992-93.

♦♦♦♦♦

I spoke with Cam Kennedy about his work on the *Dark Empire* series recently. Cam, his wife, Isobel, and two children moved during the summer of 1993 from the Orkney Islands, off the northeast coast of Scotland, to Portland, Oregon (home of Dark Horse Comics), mainly to be closer to Dark Horse's editorial offices while working on several upcoming Dark Horse projects.

Cam supplied the artwork for a six-issue series called *The Light and Darkness*



**Star Wars: Dark Empire** was a great success for Dark Horse Comics. *Dark Empire II*, the sequel, is scheduled for release in December.

*Wars*, published by Marvel/Epic in 1988-89 and written by his current *Star Wars* creative partner, Tom Veitch. Cam felt that he and Tom had worked well together on the series, so when Tom asked Cam if he'd be interested in working together on another *Star Wars* project, Cam immediately answered, "Well, yes, of course." Much of his enthusiasm was based on his admiration for the wonderfully imagined futuristic machinery on display in the *Star Wars* movies. Honestly, though, Cam was a bit afraid that a *Star Wars* comic project might well bomb—simply because there hadn't been any new *Star Wars* material around for so long.

Tom and Cam started talking about a possible *Star Wars* collaboration in earnest around 1989. Tom approached editor Archie Goodwin at Marvel/Epic, who was definitely interested. Tom completed the script for the first issue of what became *Dark Empire*, but various difficulties and delays doomed the series at Marvel. Meanwhile, Lucy Wilson of Lucasfilm Licensing met Mike Richardson and Randy Stradley of Dark Horse Comics at the 1990 San Diego Comic-Con, and was impressed by both of them, as well as the way Dark Horse seemed to consistently produce high-quality comic books. One thing led to another and, by

1991, Dark Horse acquired the rights to publish

*Star Wars* and *Indiana Jones* material.

**I**nterest, Cam got a call from Mike Richardson asking him if he was still interested in doing *Dark Empire*. Cam responded positively, and the project went back on the boards. Dark Horse published the first issue of *Dark Empire* in late 1991, after a gap of more than two years since Marvel published its adaptation of *Indiana Jones and the Last Crusade*, (the last Lucasfilm-based comics project on the market at that time).

Cam was excited about drawing all the *Star Wars* space hardware. Many of his artist friends asked him if he'd ever drawn the *Millennium Falcon*, knowing full well the difficulty inherent in accurately rendering the refitted space freighter, as well as all the other *Star Wars* characters and paraphernalia that fans grew to love. He replied, "No, not really ... but like anything, it can be broken down to its static shapes ... and you get to know it."

Even after Cam began work on the first *Dark Empire* series for Dark Horse, many fans and professionals wondered if the series would sell. Cam wondered if there would really be any interest in it whatsoever. Initially he hoped it would sell about as well as *The Light and Darkness Wars*. That wouldn't be bad at all, he realized, and he'd have the project out of the way and be able to move on to something else.

But events conspired against him. When *Dark Empire* #1 came out, there was tremendous fan interest. Because of relatively low print runs, each issue of the original *Dark Empire* series became a bona fide collector's item. The only nega-





tive reaction that Cam heard related to the first series came from a few disgruntled fans who complained about waiting two months between issues (Dark Horse will publish *Dark Empire II* on a monthly basis).

Cam only fully realized the extent of the success of *Dark Empire* while attending the San Diego Comic-Con in 1992. A huge line of people waited to talk to him at the Con, almost all of them wanting to thank him for "being partly responsible for bringing *Star Wars* back."

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All Dark Horse publications currently in print can be ordered via phone directly from the publisher by calling (800) 862-0052 between the hours of 1:00 and 4:00 p.m. Pacific time. Credit card payment is accepted over the phone. Dark Horse does not currently have a subscription service. ✧

Thanks to fellow Dark Horse editors Dan Thorsland (*Star Wars*), Ryder Windham (*Indiana Jones*), and Nij Johnson (collections), as well as Lucasfilm Licensing's Lucy Ruteng Wilson, for their help in pulling the information for this column together.

## Upcoming Dark Horse Comics' Star Wars and Indiana Jones Projects

- *Star Wars: Droids*, a six-issue monthly comic-book series scheduled for May-October 1994, written by Dan Thorsland, with art by Bill Hughes, Ian Gibson, and Andy Mushynsky
- *Star Wars: Tales of the Jedi: The Freedon Nadd Uprising*, a 48-page story, written by Tom Veitch
- *Star Wars: Dark Lords of the Sith*, a 12-issue monthly series scheduled for October 1994-September 1995
- *Star Wars: Dark Empire II*, a six-issue prestige format monthly series scheduled for December 1994-May 1995
- *Classic Star Wars, Vol. 1*, a trade paperback collection reprinting *Classic Star Wars* #1-7, scheduled for June 1994
- A second *Classic Star Wars* monthly series, reprinting the Russ Manning *Star Wars* newspaper strips, scheduled for August 1994-May 1995
- *Classic Star Wars: A New Hope*, a two-issue prestige format monthly series, recolored,

reprinting the Marvel movie adaptation, scheduled for June-July 1994

- *Classic Star Wars: The Empire Strikes Back*, a two-issue prestige format monthly series, recolored, reprinting the Marvel movie adaptation, scheduled for August-September 1994
- *Classic Star Wars: Return of the Jedi*, a two-issue prestige format monthly series, recolored, reprinting the Marvel movie adaptation, scheduled for October-November 1994
- *Indiana Jones and the Arms of Gold*, a four-issue monthly series scheduled for February-May 1994, written by Lee Marrs and illustrated by Leo Duranona
- *Indiana Jones and the Golden Fleece*, a two-issue monthly series scheduled for June-July 1994, written by Dave Rawson and Pat McGreal, with art by Ken Hooper and Stan Woch
- *Indiana Jones and the Spear of Destiny*, a four-issue monthly series scheduled for August-November 1994, written by Elaine Lee and illustrated by Will Simpson
- *Indiana Jones and the Iron Phoenix*, a four-issue monthly series based on a new LucasArts Entertainment interactive game, scheduled for December 1994-March 1995

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All about Indiana Jones esp. Raiders of the Lost Ark: photos, mag, books & clothes ... send info and prices: Ralph Nickels, 28 Rue de la Foret L, 7227 BERELDANGE EUROPE

E.S.B. 10th anniversary silver mylar poster, Burano Vista book and record: S.W./E.S.B./Ewoks join the fight: B-Wing Fighter, Kenner, about 20-inch. D.N. van Toorenburg, Tinkersstraat 9, 1314 KW Almere Holland

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